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June 19, 1992                                                    No.8.25
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> 06/19/92 STR 825    "The Original * Independent * Online Magazine!"
  """"""""""""""""""
     - The Editor's Desk      - CPU Report         - PORTFOLIO NEWS
     - PCs Popular?           - Perot & Gates      - BLUE RIDGE FEST
     - CFJ Rebuttal           - SHAMUS REPORTING!  - COMPO NEWS
     - CT ATARI FEST          - WAACE'92           - OCR Review II

                     -* PAGESTREAM 2.2 UPGRADE SHIPS! *-
                      -* SUPER FOLIO DEMO RELEASED! *-
                         -* AUA -> CASUALTY COUNT! *-


                            THE STORM IS COMING!
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                    WHAT'S NEW IN THE ATARI FORUMS (June 19)

FONTGDOS AVAILABLE HERE!

FONTGDOS is now available (courtesy Atari Corp) in LIBRARY 9 of the Atari
Arts Forum (GO ATARIARTS) along with Bob Wilson's help file.

Please, be sure to take advantage of our NEW SURVEY in the Atari Pro
Message (GO ATARIPRO) area. Here's your chance to let us know what you
want!

NEW IN ATARI VENDORS FORUM (GO ATARIVEN)

SoftLogik Publishing Corporation is pleased to announce the release of
PageStream 2.2 for Atari ST/STe/TT computers!   Please read message #
27184. For users of PageStream 2.1: Download file PATCH.LZH from LIBRARY
11 to convert to version 2.2.
Users of STalker version 3.01:   Be sure to download STK302.LZH from
LIBRARY 8 for a program that will upgrade a registered copy of STalker
3.01 to version 3.02. An original (unmodified) STalker 3.01 disk is
required for the upgrade.

NEW FOR THE PORTFOLIO

The ULTIMATE PORTFOLIO DEMO is now available in LIBRARY 17 of the Atari
Portfolio Forum (GO APORTFOLIO), courtesy Don Thomas and Atari Corp.
(This demo runs on a PC, not on the Portfolio) Superb graphics and
suitable for an in-store self-running demo/promotion.

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> From the Editor's Desk   "Saying it like it is!"
  """""""""""""""""""""""

    Summer Fun, the beaches, picnics, cycling and the sleepy time of the
year for computer platforms.. or, is it? STR's infamous Crystal Ball is
about ready to make another appearance and according to the barometer,
things just may get hot and humid. Seems there was a comment or two on
Usenet about a certain Atari mouthpiece recently bragging about being the
"only Atari spokesperson in the english speaking world". Talk about ego!
I guess Sam isn't able to speak for his own company any longer! One can
only wonder; is the mouthpiece speaking to benefit Atari Corporation
or....??? The last I saw and heard, most everyone at Atari and loyal
Atarians were all disciples for Atari computers. Fact is, we all enjoy
using the great hardware and are not bashful when it comes to bragging
about the hardware's benefits to most anyone.

    While a number of Atari's well respected and highly visible people,
W. Rehbock, D. Thomas, D. McNamee, J. Townsend, J. Grunke, C. Bacani and
J. Patton actually go way out of their way in helping users (customers),
and creating good-will for Atari, there will always be those as in any
large operation, who must bathe in their own imagined glory. History has
shown us these people are indeed "legends in their own minds". Usually,
these people are welcomed warmly as one type of person and sadly exit as a
completely different and utterly disappointing person. A classic example
of this is Richard M. Nixon. Is it really a situation where power or the
perception of such was too much for the current "nixonite" to handle?
Time will tell and thankfully, the situation is "on the clock".

    On to a more enjoyable topic, Stalker 3.02, it now "has it all" and
the best news is it works as promised. No hassles, headaches or RSN
promises. The upgrade patch is available on all the major services. Two
important points are it will go well over 38.4 kbaud now and it has the
ability to use CIS' very fast Quick B+ protocol. At 9600, it yields in
the mid 900s most all the time.

    Soft-Logik has released their new updates for the Pagestream 2.1 DTP
package. The update package is available online for those who already own
PGST2.1.

    Its Father's Day weekend, here's to all those fathers out there and to
the mothers that made them fathers! In other words... have a wonderful
weekend.

                Ralph @ STReport International Online Magazine

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STReport's Staff   DEDICATED TO SERVING YOU!
"""""""""""""""""

                          Publisher - Editor
                          """"""""""""""""""
                           Ralph F. Mariano

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                          IMPORTANT NOTICE
                          """"""""""""""""
      Please, submit letters to the editor, articles, reviews, etc...
                             via E-Mail to:

             Compuserve.................... 70007,4454
             GEnie........................ ST.REPORT
             Delphi....................... RMARIANO
             BIX.......................... RMARIANO
             FIDONET...................... 112/35
             FNET......................... NODE 350
             NEST......................... 90:19/350.0


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> CPU STATUS REPORT   LATE BREAKING INDUSTRY-WIDE NEWS
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   Issue #25

Compiled by: Lloyd E. Pulley, Sr.

 -- Austin To Intro 33 MHz 486 PC For Under $1,100

Due to new CPU technology from Cyrix, Austin Computer Systems will soon
announce a 33mhz '486 PC for only $1,095. Sources say the Cyrix chips
contain all the performance of a '486 CPU in a form factor the size of
a standard 386 SX chip. Because the chips use the less expensive '386 SX
motherboard, the system's prices can be lower.

Austin's recently introduced their new 25mhz system, the $995 Cyrix
486SLC-25 computer. It comes standard with a 43MB hard drive, one MB
RAM, one 3.5-inch floppy drive, and a 14-inch color VGA monitor. DOS and
Windows are not included, but the system does comes preloaded with
McAfee Associates' virus protection software, ViruScan. The purchase
price also covers 24-hour technical support, plus a one-year parts and
labor warrantee. Additional ram is available at $50 per meg.

 -- Top 100 Software Companies Sales up 22% in 1991

Despite weak economic conditions, the top 100 U.S. software companies
reported 1991 revenues of nearly $14 billion, an impressive 22% gain
over 1990.

Microsoft Corp. was in the number one spot with $1.8 billion in software
revenue. The firm posted a 58% gain over last year, thanks mainly to its
Windows products. Computer Associates was second with $1.4 billion, with
Lotus third with $828 million in annual software revenue.

Software sales accounted for 16% of IBM Corp. and 20% of Digital Equip-
ment Corp's 1991 worldwide revenues.

 -- US Electronic Products Sales Up in First Quarter

Sales of domestically produced electronics products and services in the
first quarter of 1992 were up 6.4% to $77.7 billion and may be a sign
that the recession is abating in the electronics industry.

 -- National Semi Earnings at Five Year High

National Semiconductor says it's showing the best financial gains the
company has seen in five years. The company made the statement in its
newly released fourth quarter 1992 report. Sales for the quarter which
ended May 31 were $491.5 million, compared with $444.9 million a year
ago.

 -- New Survey Says People Like PCs

The times are a changing - while previous surveys showed more men using

PCs than women, Logitech's newly released "PCs and People" survey says women now outnumber men 2-1 as PC users. Previous market research has shown 84% of PC users are men.

The survey, polling exclusively people who already use PCs, said 75% see PCs as work companions, 98% think of PCs as a valuable aid when it comes to getting work done, and 80% said PCs are fun to use.

The survey was performed via telephone interviews with 301 computer users, 68% who were women. Companies were randomly selected by size (between 50 and 350 employees) and specific inclusion was made of branch offices of Fortune 1000 companies so there would be easier access to qualified respondents, according to ADF Research.

 -- Even Billionaires Can Make Mistakes

According an article this week in the Seattle Times, Ross Perot once had a chance to buy Microsoft Corp. for just a few million dollars. In 1979 Perot met with Bill Gates, Chairman of Microsoft, to discuss the possi- bility of buying the $2 million startup software company.

According to Perot, "He did give me an opportunity to buy a ringside seat," but he thought Gates's asking price was too high. Perot added that Gates "has never kidded me about that, but I think if the shoe were on the other foot, I'd probably needle him."
Microsoft's market value this year is $21 billion. Gates, who is 36, owns about a third of Microsoft's stock, which means he is more than twice as rich as Perot.

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                    :HOW TO GET YOUR OWN GENIE ACCOUNT:
               _____

                    To sign up for GEnie service:

        Set your communications software to Half Duplex (or Local Echo)
                   Call: (with modem) 800-638-8369.
                Upon connection type HHH (RETURN after that).
                      Wait for the U#= prompt.

                Type: XTX99587,CPUREPT then, hit RETURN.

GEnie costs only $4.95 a month for unlimited evening and weekend access to more than 100 services including electronic mail, online encyclopedia, shopping, news, entertainment, single-player games, and bulletin boards on leisure and professional subjects. With many other services, including the biggest collection of files to download and the best online games, for only $6 per hour.

MONEY BACK GUARANTEE! Any time during your first month of membership if

you are not completely satisfied, just ask for your $4.95 back.

GEnie Announcements (FREE)

GENIE'S "HOT SUMMER DAYS" SALE!
"""""""""""""""""""""""""""""""""
From June 15 to September 7, GEnie's prime time hourly connect charge is
being reduced from $18.00 per hour to $12.50 per hour; in Canada the
reduction is from $25.00 to $16.00 per hour. That's savings of over 30%!
And it makes GEnie Services rates most competitive with CompuServe's -- 24
hours a day. (Note: GEnie*Basic pricing is NOT applicable during prime
time hours.   Reduced prime time rates are in effect in the United States
and Canada only, and apply at speeds up to 2400 bps.)

If you're looking for software, GEnie has over 100,000 downloadable files
of shareware, freeware and demoware covering the spectrum from business
utilities and productivity tools, to graphics and fonts, and education and
games.   Software is available for virtually all personal computing
platforms. GEnie also features online support from many hardware and
software vendors. GE Mail is also included in the sale, with the same
lower connect charges in effect.

And when it comes to fun, don't forget GEnie's industry-leading selection
of Multi-player Games!   The lower daytime rates mean more competitive
action in such hits as Kesmai's award-winning Air Warrior, the all-new
MultiPlayer Battletech, Dragon's Gate, Federation II and Gemstone III.

But all good things come to an end, and so will this sale. These rates
are in effect until September 7, 1992.   Some services are subject to
additional charges. Check the online rate pages for additional details.

So enjoy a Summer of Savings on GEnie, the home of Hot Summer Nights III
and Hot Summer Days, too!

Here are some questions about Hot Summer Days which may come up, along
with the appropriate answers.

1. Are GEnie*Basic Services included in the Hot Summer Days Sale?

    No. This is a sale on GEnie's prime time hourly connect rate.
    GEnie*Basic Services remain applicable only during non-prime time
    hours.

2. Is 9600 baud service included?

No. The sale is applicable on speeds up to and including 2400 baud.

3. Are remote access surcharges applicable?

    Yes. The sale does not affect our cost for those lines, so the $2
    per hour charge will still apply.

4. Are all countries included?
    No. This sale includes the U.S. and Canada only.

5. What are the rates?

    The U.S. hourly rate will be $12.50 per our instead of the normal
    $18 per hour rate. The Canadian hourly rate will be $16.00 per hour
    instead of the normal $25.00 per hour. These rates are in effect
    Monday through Friday from 8:00 AM to 6:00 PM local time.

6. Are Chat Club rates in effect?

    No. Chat Club rates are in effect only during non-prime time hours.

7. Are databases and services subject to surcharges?

    Yes. The same surcharge rate structure which applies now will apply
    during the sale. This sale is only on GEnie's connect charge.

8. Can I use my Gift of Time during the sale hours?

    Of course! Gifts of Time apply to connect rates at any time of the
    day or night.

9. How long will the sale last?

    Hot Summer Days will be in effect from Monday, June 15 until Monday,
    September 7.

10. Why is GEnie offering this promotion?

    GEnie wants to make this summer an exciting time for its customers.
    GEnie hopes to attract daytime usage currently spent on other
    services.

 FROM THE ST RT
                 New Files in Your Library

  No. File Name   Address   Description
 ----- ------------ ----------- ------------------------------------
 24542 PRES9206.TXT S.HOFFMANN   W.A.A.C.E. AtariFest 1992 Press Rele
 24539 ICONS.LZH   ST.REPORT   * Super Icon Collection - NEWDESK *
 24537 TLINK373.LZH M.CALDWELL6 TRIPLINK version 3.73 Complete!
 24530 MUSICAL.LZH G.KICHOK   Musical NeoDesk 3 icons, NEW!
 24529 HELPFGDS.LZH G.KICHOK   Help file for FontGDOS installation
 24527 GRNDPRIX.ARC E.TREMBLAY2 Three Formula One car images
 24526 CSAS_FAQ.ARC S.YELVINGTO2 Usenet Atari ST FAQ (answers)
 24524 PATCOLOR.LZH SGUBER   Colored Wallpapter Patterns
 24521 AEO_9204.LZH Z-NET   Atari Explorer Online - Issue #4
 24519 STKR_302.LZH GRIBNIF   Upgrade STalker 3.01 to 3.02
 24516 LOSERS_1.LZH D.SMITH200   But they WERE fun to draw.

Also available in the Atari RT Library are Sound Files (library 11),
Graphic pictures (library 5), Atari Archives (library 13), and Sale/Wanted
Files (library 26). Sale/Wanted items are also available in the Bulletin
Board Category 27.

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> THE FLIP SIDE STR Feature   "...a different viewpoint.."
  """"""""""""""""""""""""""

                   A LITTLE OF THIS, A LITTLE OF THAT
                   ==================================

by Michael Lee

Since Michael is going to be away for a while, Ralph decided that I sho-
uld be on the lookout for posts that might be of general interest to our
readers (i.e., he 'volunteered' me). The following posts were of inter-
est to me, I hope they are also of interest to you.

        Lloyd E. Pulley, Sr.
  Senior Staff Editor for ST Report

From Delphi -

 38579 10-JUN 18:44 Sound & Graphics
       RE: Bruce Springsteen (Re: Msg 38563)
       From: THEBOSS99   To: BIBLINSKI (NR)

 My sister Patti Scialfa is married to Bruce Springsteen.   He has two
 sisters, Virginia and Pam. Pam took the cover photo for Rolling Stone,
 neither has children.

 Since we are totally independent (THRILL HILL), Bruce doesn't like to
 be as associated w/anything but his Music. We go to such extremes as to
 cover the Brand Names of the DX-7'S on stage, never played w/a warm up
 band, etc. So you will never see any Logos or endorsements by the Bruce
 Springsteen Band.

 However we use Atari systems for many different reasons, MIDI being
 only one of them.   In Europe, Atari is extremely popular and we tour
 there extensively!

 DELPHI is not really a MIDI BBS, however there are other systems we use
 that are huge Atari MIDI systems.Thanx 4 dropping me a line!!

 Michael R. Scialfa

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From CIS -

To: Mr. Bill Rehbock and the ATARI Artist Community

Dear Bill and A-A's

     This is an open letter

     And intended by way of suggestion to pose what I see as an impor-
tant opportunity for both ATARI and the using public. I address this
open letter to Bill because he is the proper person and to the Atari
users at large because my suggestion is in a way a call for continued
support of the Atari computer platform.

     I respectfully offer the following idea: That Atari should open or
create a new level of ATARI Developer. This new category would be
"Developer-Artist". The developer would, with ATARI support, do what he
does best....Create artistic computer art based material. This material
would be used by ATARI at their many sponsored shows and in their ad-
vertising.

     The Developers should receive the latest and best hardware ATARI
has to offer...in this case I am suggesting the new FALCON....much men-
tioned in the press of late. This should be a fully loaded puppy,
including massive hard drives, maxed out RAMs, and the best monitors
available.

     Such hardware should be "loaned or Given" to these developers who
are usually and traditionally "with-out" as they say.

     In addition ATARI should provide all available software to afford
the best possible Artistic computer environment for the Developer
Artist.

     These Artists and their work should be displayed by Atari at all
major Atari events, this should include the inclusion of the Artist as
well as his work.

     Given that it is a forgone conclusion, considering recent news
articles that ATARI is about to launch a new graphics platform for the
Atari user, that without some substantial examples of the stunning
color and resolution inherent in the rumored specs of these forth-
coming computers, sales of such computers will be less than what might
be expected. All should realize that very few serious computer Artists
consider the ATARI a serious graphics platform. We at Lexicor have been
stumbling into this problem for quite some time. There is no question
that stunning graphics, both still and animated, sell computers. In
fact it was only after my own work was seen by folks at Silicon
Graphics, that they began to take both me and Lexicor Software
applications seriously. The fact is that what we see on the monitor is
what sells computers to new users. It also is what keeps contemporary
users buying new Ataris as well. But then this is nothing new is it?

I do not mean to suggest that I or anyone at Lexicor be included in this new category of developer I am suggesting.

The plain truth is I don't have time now to do the creative work I would like and suggest be done now. I could not do justice to such a commitment. Bill, I do have some nominations I would like to put forward for you to consider - if you feel that my suggestion has any merit at all.

My nominations are as follows:

1. Earl Hinson Jr of New York state
2. Barry Summer also of New York state
3. Joey (Realm) Sherman of KY
4. Norman Pickthall of Canada

I don't nominate these artists lightly. They have all sent me many examples of their work and have impressed me as being a few of the very best Computer artist I have had the pleasure receive work from.

Bill, I believe that you could mount a very sizeable and impressive impact on today's computer graphics community if you decided to take my suggestion. The cost to set up these and other artist would be minimal compared to the cost of paying for the same sorts of work from even a conservative advertising company.

Well that's my suggestion for what it is worth....I might also suggest that any Atari ARTIST who has their work on Video tape or prin-ted out might consider sending it to Bill at Atari. It might help Bill in considering my suggestion if he has some examples of what is currently being done on the Atari.

Best regards

Lee Seiler

From the Soft Logik Round Table on Genie -
 Soft Logik RT
 Category 1, Topic 66
 Message 1   Fri Jun 12, 1992
 SL-TECH   at 13:25 EDT

Soft-Logik announces PageStream 2.2 for the Atari!

St. Louis, Missouri (June 1992): Soft-Logik Publishing Corporation is pleased to announce the release of PageStream 2.2 for Atari ST/STe/TT computers. PageStream 2.2 includes many improved features as well as some new features. With the release of PageStream 2.2, Soft-Logik has demonstrated its commitment to the Atari market and to its loyal customers.

PageStream 2.2 has enhanced import modules and printer drivers to provide users greater control. Support for plotters and sign cutters has been added, allowing desktop publishing users to access even more output devices. An improved toolbox makes PageStream's award-winning interface easier to use than ever. New keyboard shortcuts help users to move around documents more quickly, and text is displayed faster on

screen.

PageStream 2.2 retails for $299.95. Registered owners of version 2.1
can receive version 2.2 free of charge by downloading a patch file from
Soft-Logik's BBS, GEnie or CompuServe. If owners do not have access to
a modem, they can order a version 2.2 upgrade from Soft-Logik for only
$25. This will give users a new four disk set and a 12 page addendum to
the 2.1 manual. (The patch file online includes a readme file equiv-
alent to the addendum.)

Registered owners of versions prior to version 2.1 can upgrade to
PageStream 2.2 for $75 and will receive a complete set of disks, two
new manuals and a quick reference card.

Soft-Logik Publishing Corporation

From CIS concerning rewriting GEM and TOS into assembly -

 #: 65019 S8/Hot Topics
     15-Jun-92 23:11:16
 Sb: #64825-#C-vs-Assembler
 Fm: John Townsend @ Atari 70007,1135
 To: Boris Molodyi 70322,624

You have no idea! Do you realize how hard is it to change things now
and maintain compatibility? It's VERY hard. I wouldn't even want to
think about the problems that would be created if we switched the whole
thing to assembler. BTW.. Just for your info:

 BIOS - the whole thing is in Assembly
 XBIOS - about 90% is in Assembly
 GEMDOS - Completely in C
 AES - about 25% Assembly
 VDI - about 80% Assembly

As you can see, large sections of the OS are already in Assembly. There
is a chance that we will be going to a better C compiler in the future
that will make TOS smaller and slightly faster, but we are already
doing quite a bit to make things fast.

 Please, tho.. don't make judgments about how "easy" it would be to
 write TOS in Assembly Language. It would be pretty hard to do, would
 take LOTS of time, and goes against one of the principles of Operating
 Systems: Compatibility and Maintainability.

From the ST Round Table on Genie concerning Spectrum Holobyte's games
and future in the US ST market -

 Atari-ST RoundTable
 Category 9, Topic 34
 Message 163   Wed Jun 17, 1992
 HOLOBYTE [No.19]   at 15:30 EDT
 We all want to do a better job in supporting all our products, whether
 it's for the Atari ST, IBM, Mac or Amiga. However, we are constrained
 on the Atari ST and Amiga side by the fact that we did not directly
 develop FALCON or Flight of the Intruder for the Atari ST and Amiga. In

the case of FALCON, Rowan Software took the FALCON concept and some of
the Mac code and wrote a brand-new game from scratch for the Atari ST
and Amiga. In the case of Flight of the Intruder, Rowan Software came
up with the concept, did the design, and did all the coding.

That's why it's been so difficult (essentially impossible) for us to
get any updates on either product. We don't really have direct control
of either FALCON or FOTI for the Atari ST, nor do we have any leverage
on Rowan Software to work on updates, which they believe (and
rightfully so, I agree) to be financially a drain. It's especially
tough for them after the collapse of Mirrorsoft in England.

Atari-ST RoundTable
Category 9, Topic 34
Message 164   Wed Jun 17, 1992
HOLOBYTE [No.19]   at 15:34 EDT

P.S. By the way, we've only done 6 games for the Atari ST: FALCON,
FALCON Mission Disk I, FALCON Mission Disk II, GATO and Tetris. So I'm
not sure which "other" Spectrum HoloByte games you own if you don't own
either Mission Disk or FOTI. Sphere is the corporate name of Spectrum
HoloByte, but they're one and the same.

Atari-ST RoundTable
Category 9, Topic 34
Message 165   Wed Jun 17, 1992
HOLOBYTE [No.19]   at 15:39 EDT

I don't know why I bother mentioning it, but we since we released
Flight of the Intruder last year for the Atari ST, we have sold a grand
total of 753 copies in the U.S. :-(That doesn't even cover the cost of
testing the product for 6 months, let along packaging it! Even if we
sold 10 times more copies in the U.S. with the European version, that
still isn't worth it.

I believe that if our Atari ST products had been developed in-house, we
would have tried to come out with an update to be compatible with the
the newer TOS versions and machines. Unfortunately, for the Atari ST
market, we were not the developers nor is the market large enough to
warrant developing new products.

No.19

From the Jerry Pournelle Round Table on Genie concerning Jerry getting
his TT upgraded and doing a new review on it

Jerry Pournelle RT
Category 4, Topic 15
Message 193   Mon Jun 15, 1992
J.COLE18 [John Cole]   at 21:07 EDT

Well said! Your comments about Atari are right on. Atari's philosophy
for home-run products has precluded building a firm base of developers
and users large enough to reach critical mass. Atari, in its present
form, posses no danger to anyone in the computer industry, except
those directly involved with Atari ;-)

Even today, that home-run swing is still present. With the exception of
Font-GDOS (who's release appears to have come about only because of a

supreme effort from Bob Brodie, Atari's Director of Communication) Atari has failed to produce any product promised for the ST line for a year. No ST book, No FSM Gdos, No MetaDos, No Class B TT's (though they are claimed to exist, none have been found at dealers). Coupled with astoundingly low production schedules for the TT (one rumor quoted 250 a month! WORLDWIDE! While that is doubtful, this figure ought to be in the 10's of thousands per month), which is the only machine Atari has capable of competing with PC's on a level playfield, does not cast a hopeful light on Atari's marketing success.

Looking towards Atari's future, it seems that they are again swinging for the centerfield fence ;-)

Atari's communication problems with developers are only surmounted by their internal communication problems. What's worse, I know several VERY good people who are doing their best at fixing things, but necessary ideas don't seem to fit into the home-run way of thinking.

If you were to buy the development documentation (available separately) you would be disgusted with the tools given to create programs for your new computer. The resource construction program is the same one distributed YEARS ago. No RCS with prototyping, no profilers, only 2 commercial C compilers and only one has a source level debugger at the moment (to be fair to a group of people doing very good work, Hisoft is working on a source level debugger and should have it soon ;-)

With all the problems at Atari, the dismal marketing, minimal production, zero support, there are several VERY good developers remaining in this market (which is probably the smallest since 1986, if our sales are any indication, assuming we have only a small fraction of a percentage, there are less than 30,000 active ST's in America!) Why do these people remain? Well they continue to make money in this market despite the feeble marketing and development support from Atari. These developers are very dedicated to the platform and represent the real diehards. I consider many to be friends and I know many are struggling with the decision to support other platforms with meager development resources, something Lexicor has already done with Silicon Graphics.

On that note, I am very happy that you will be dusting off your TT soon (this weekend isn't it?). With Dan's visit [Dan McNamee of Atari], you should get a good idea of just what is out there in this small, tightly knit market. I would greatly appreciate it if you might find the time to see just what Lexicor has to offer on the TT platform.

However, we have learned several hard lessons from Atari, and meaning no disrespect to Dan, who works very hard for the success of Atari, I'd rather not have Atari representing our software.

So here is my offer :-) Lee Seiler, the president of Lexicor and a fantastic artist, to boot, has offered to fly down and show Lexicor's animation and graphics software personally, any time you feel up to it ;-) I really hope you have time to have Lee visit sometime, because I think anyone who has seen Lee's work is very impressed :-)

Please leave me Email if you are interested at all. My address is J.Cole18 (as it said above ;-)

John Cole, Lexicor Software Tos development division

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                              IMPORTANT NOTICE!
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    STReport International Online Magazine is available every week in the
ST Advantage on DELPHI.   STReport readers are invited to join DELPHI and
become a part of the friendly community of Atari enthusiasts there.

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    Effective July 1, 1992, all Basic Plan members will be upgraded to the
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> A REBUTTAL STR FOCUS!   Charles F. Johnson replies to Deegan
  """"""""""""""""""""""

                        FONTGDOS - FRIEND or FOE?
                        =========================

Mr. Deegan,

  I was mistaken about FONTGDOS's ability to change font assignments
without rebooting. As soon as it was pointed out to me (the next day), I
recanted this statement with the following message:

  Atari-ST RoundTable on 920603 at 21:49
  Category 32, Topic 3

  John,

    You're right; I apologize for my misstatement. FONTGDOS does let
  you change font assignments. (As long as you agree to save your
  ASSIGN.SYS after making changes -- wiping out your old file.)
  However, G+PLUS is still superior, because it lets you _automatically_
  load the correct ASSIGN.SYS for each program -- which is important for
  many existing GDOS programs, since (unfortunately) not all programs
  are compatible with the same ASSIGN.SYS. With FONTGDOS, changing
  between different GDOS programs (for example, Timeworks Publisher and
  Degas Elite) requires a lot of manual work on the user's part -- and
  he/she must also be pretty familiar with the mechanics of an
  ASSIGN.SYS file to do it at all.

  - Charles @ CodeHead Tech

    I stand by everything in this message. Yes, FONTGDOS does let you
change font assignments, and you can account for disparate programs like
Degas Elite and Timeworks Publisher that won't work with the same
ASSIGN.SYS file. HOWEVER, it's a lot of manual work to do it. With
G+PLUS, the process is automatic; you set it up once and then never have
to think about it again. With G+PLUS, you just run your GDOS programs
whenever you want, without worrying that they'll crash because of the
wrong ASSIGN.SYS file.

    It's interesting that the apology for my incorrect statement didn't

receive the same "rumor mill" coverage as the original statement.

    As for the drivers included with the FONTGDOS release -- yes, they are
superior to the pre-existing Atari drivers, and they do work very well
with G+PLUS too. We're pleased that Atari released these improved
drivers.

    As for Warp 9 -- somewhere wires got crossed. I _never_ said there
was an "incompatibility" between FONTGDOS and Warp 9; there isn't.
However, because Atari changed the way GDOS interacts with certain
structures that are pointed at by a documented Line A variable, the
acceleration afforded by Warp 9 when FONTGDOS is installed is lessened.
Warp 9 still speeds up the system plenty -- just not quite as much as it
does without FONTGDOS or with G+PLUS. See the test results below for
proof of this.

    This information was also posted on the online services, and again,
the clarifications didn't get reported.

    As for the "caching" feature of FONTGDOS -- I agree, that is a nice
feature (although of minimal usefulness to existing GDOS programs), and
again, I said so online. Again, THAT message didn't get reported.

  Mr. Deegan says:

  ->> FONT GDOS does not slow down the system as CFJ suggests. Again
  ->> this is an area of competition for G+Plus. An improper setup of
  ->> FONT GDOS _may_ slow down the system a bit and the Font Cache
  ->> will load fonts as needed and this may cause what appears as a
  ->> slow down.

Sorry -- but FONTGDOS _does_ introduce about a 10% system slowdown in GEM
applications.

Since people are probably getting tired of reading unsupported statements
about whether or not FONTGDOS introduces a system slowdown, I did some
tests, with the Quick Index benchmark program, and also with the
ZOOMTEST.PRG we ship with G+PLUS. The tests were conducted with a "real
world" system; i.e., a Mega 4 with several other AUTO folder programs and
desk accessories installed.

For the ZOOMTEST results, timings are given in seconds; lower timings mean
faster speeds. For Quick Index, higher percentages mean faster speeds.

  Here are the results of the tests:

  G+PLUS - with Warp 9

  ZOOMTEST (50 repetitions)   -- 5.94 seconds
  Quick Index GEM Dialog Test -- 409%

  FONTGDOS - with Warp 9

  ZOOMTEST (50 repetitions)   -- 6.09 seconds
  Quick Index GEM Dialog Test -- 356%

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G+PLUS - without Warp 9

ZOOMTEST (50 repetitions)   -- 18.43 seconds
Quick Index GEM Dialog Test -- 144%


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FONTGDOS - without Warp 9

ZOOMTEST (50 repetitions)   -- 25.73 seconds
Quick Index GEM Dialog Test -- 119%


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   Regardless of attempts to portray CodeHead's misgivings about FONTGDOS
as "sour grapes" coming from a competitor, these numbers tell the true
story. We ask you, the public, to take a look at the numbers and judge
for yourselves.

                        Charles @ CodeHead Tech
                   Friday, June 12, 1992 7:46 pm

_____

> The UNTOLD Story! STR Spotlight PITTSBURGH.... Finally, the TRUTH!
  """"""""""""""""""""""""""""""""

                  THE UNTOLD STORY OF PITTSBURGH, PA
                  ==================================

by DC Signorini
(c) 1991, 1992, 1992

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PART V
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   [This is part 5 of a 6 part story concerning the Atari arena in the
   Pittsburgh, Pennsylvania area. You are encouraged to read all 6 parts
   in their entirety. If you missed Part I, II, III, or IV, you are
   encouraged to read these Parts before reading further.]

                            CASUALTY COUNT

Rumor has it that both Atari Elite and PACE are suffering a year and a half later.   PACE is rumored to have fewer than 90 members and Atari Elite is dropping membership too.   PACE refuses to talk to Atari Elite, while Atari Elite has always had an open door policy.   This attitude is not doing either group or Atari computers any good.   In my eyes, Atari Elite did nothing wrong to get the reputation they currently possess. PACE and Atari Elite should have had a meeting 4 years ago to settle any and all disputes.   However, the board of directors of both groups were too stubborn for such talks.   Neither wanted to admit wrong doing.   The Atari ST users of the Pittsburgh area have suffered because of the greed of a few selfish people.   The members of the Atari Elite have suffered because certain individuals took it upon themselves to begin a "smear" campaign against the group.   Those people did nothing wrong, and the Atari Elite deserves a clean slate.

You see, PACE wanted the Atari Elite to crumble so badly that they were willing to do almost anything to make sure that Elite was eliminated. Little did they know, they were slicing their own throats in the process. It took them 5 years to coat the Atari Elite with kerosene only to find that when they lit the match, they too had some on them.

The following article is re-printed from the Atari Elite Electronic Chronicles Newsletter and was written by John Karlovich, president of the Atari Elite--

***** REPRINT *****

05/29/90
Greetings to all:

Until this time, THE ATARI ELITE has sat back and not said a word, we have listened and read ALL of the posts that have been printed about the Pittsburgh situation. Bear with me for awhile and you will begin to see the TRUTH unfold.

There have been some false allegations being spread about The Atari Elite Organization that needs clarification, let me introduce myself. My name is John N. Karlovich and I am one of the founding members of THE ATARI ELITE and a past president of PACE (Pittsburgh Atari Computer Enthusiasts) I resigned from that position officially in November 1985. Myself and five other 520ST users started ** The ATARI ELITE **   an ST only organization.

I gave the board of directors of PACE a 6 month notice of my resignation and explanation which was necessary...The secretary had NEVER taken the minutes of the meetings....The disk librarian would NOT report on how many disks were being bought or sold....And many many other functions that I will not bring up...(Leave the skeletons in the closets)

The accusations that I left PACE....to be split up, is totally ridiculous.   The TRUTH is BEFORE I left I made sure it was listed as a non-profit organization....The club had grown in size so much that the income we were making was quite large. If the IRS were to inquire about our income I am quite sure they would have gone to the president and the rest of the officers with many questions. Our records at that time were practically non-existent.   We managed to reconstruct the previous three years and obtain the non-profit status.   I

instructed the board members if these conditions were not corrected in 6 months I would resign and get up in front of the membership and explain WHY.. this I did. (This is public knowledge and I only mention this as background for NEW members and the Atarians not in the Pittsburgh area.)

I was to leave in October but stayed on one more month and we had an ATARI EXTRAVAGANZA. Neil Harris was coming to town and I did not want to air our dirty laundry to anyone. We passed out shirts, Frisbees, duffel bags and backpacks with the ATARI LOGO (I went out with a bang so to speak) I am sorry that there were and still are HARD feelings because of my resignation, but I guess there will exist personality conflicts. My energies were dedicated to the betterment of the club, and the promotion of Atari in the Pittsburgh area and they still are. At that time, not only myself but the VICE PRESIDENT and the TREASURER resigned the same time.

The ATARI ELITE was formed out of a void that existed. As time went on more Atari People wanted to join an ST only group (That is the only machine we cater to....I am happy to say for the ST user the 8_bit is dead). We also took extra caution to assure that our meetings were on a night that would not conflict with the PACE meetings.

In the past THE ATARI ELITE has tried to work with PACE, we have tried to put our differences behind us to no avail. Instead of welcoming competition, they are afraid of it. We believe that organizations should work together for the betterment of Atari and not to another's demise. As an example, PACE has had other Atari Products Shows. All of the other user groups were invited to attend BUT the ATARI ELITE was not permitted to have a space even though we have offered to pay vendors price for the booth. The reasoning given to us was that we were in the same county as they are and would be in competition for the same members. This to me sounds terrible. Apparently PACE felt that we were (are) that much better. Even if they feel that way, we should have been allowed to attend because the ATARI ELITE is promoting the ST. The phrase was that we were "STEALING" their members. Come on now, when was the last time somebody "STOLE" you? THE ATARI ELITE operates under the philosophy of Lee Iacocca "if you can find a better deal, BUY IT." The ELITE says, "If you can find a better group then JOIN IT."

Lets get to the infrastructure of the matter. The question could be raised as to why we do not have our own show. The answer is that Pace has an ANNUAL SHOW and we don't want to repeat the same thing. We felt that this was something that they did well. Judging the effects of their 1990 show, it appears that they have lost their ability to do the one thing that we felt they were good at. Now they have blown it for the Pittsburgh area. They have single-handedly destroyed the reputation of Pittsburgh in the eyes of the Atari community and tried to place the blame elsewhere instead of admitting the REAL REASONS. (This has been brought out in STReport).

One vast reason the show was a flop was that THE ATARI ELITE did NOT participate at all, we were not invited as a group and most of our members would not go (The ones that did

go spent plenty of bucks and we have a committee set up to
tally the amount which will be reported at a later date with
receipts to prove it).

     Another untruth that has THE ATARI ELITE fired up is the
belief that we are a bunch of PIRATES.   This outrageous lie
that was generated by a few people at PACE, has branded THE
ATARI ELITE as pirates in the Atari community.   Many
allegations have been spread over the networks but NO PROOF has
or will be found.   This was started I believe because PACE is
a dying club and they are trying every thing possible to
discredit THE ATARI ELITE in futile hopes that the ST members
will leave and join the other side. One other fact to mention
is, MANY members belong to both clubs? This also is untrue,
approximately a half a dozen ELITE members belong to PACE and
they have said they will NOT renew their memberships with PACE
because of their childlike antics.

     We believe that, UNLIKE PACE, we have taken an AGGRESSIVE
stance against piracy. We have actually bussed our members to
shows where they have purchased thousands of dollars of
soft/hardware.(Video tapes are available to prove this.) We
are planning on attending the D.C.show, this invitation is and
has been open to ALL the user groups in the area. We will
provide the transportation and tickets for this function at a
reasonable cost. Another point I would like to mention is
most of our members have the newest in software and hardware
because of our aggressive support with the vendors.   One
example is; our group purchased at least 18 copies of the
Universal Item Selector, (again we have the documentation to
prove this).

     No one has mentioned the GOOD things THE ATARI ELITE are
doing such as taking 14 systems to a Real Estate and Financial
Investors meeting next month to show the "Power Without the
Price", I do not want to blow our horn but this needed to be
told.

     I am disheartened that the developers and vendors have been
fed the WRONG impression of the ATARI ELITE because of some
misinformed individuals.   I challenge ALL the vendors and
developers to go through your records and check to see how many
people in the Pittsburgh area have purchased your products.
Contact the users and ASK them how they found out about it. My
bet is they heard and saw it at one of THE ATARI ELITE
meetings.

                Time will tell the TRUTH.....

     The information that I have provided you with is to END
this pointless "in-fighting." We are one city, and one user
base with one computer. This fighting serves NO ONE!   We feel
we have a lot to offer the Atari community. The only ones to
suffer in the end is the users... NO good can come out of
strife..   We at THE ATARI ELITE are not in competition for
anything. We march to the beat of our own drum, we are not
followers but leaders.   Our purpose is to acquaint, teach, and
inform the community of the home and business computer.   To
foster a positive attitude in the general population regarding
computers and to demonstrate the potential importance of

computers to those seeking such information.

    Information booths have been set up in shopping malls and
other locations to inform the public of the existence of such
an organization where one can learn.

    Available to the public is a 24 hour phone line for use
concerning any computer related problems or questions.

    A monthly meeting is held for its members to attend to view
and learn about the newest products available. Technical help
is also provided at these meetings for those having problems
with any aspect of their computer use.

    A 24 hour Bulletin Board System, or BBS, is provided to the
public and to the general membership.   This system is a source
of information and a 'meeting place' of hundreds of computer
users in the Pittsburgh area, and with the advent of special
processing features, the BBS is online with several hundred
other BBS's across the country and around the world allowing a
member or user to contact thousands of other users.

    Included   in   membership   is   a bi-monthly electronic
newsletter provided on magnetic media (one of the first on
disk).   This newsletter provides the reader with literally
hundreds of computer related articles and editorials plus new
public domain software or shareware for the reader's use.
    The overall goal of this organization is to educate the
novice computer user and educated user alike.

    We feel the public is smart enough to join a group that
will benefit them the most for their membership dues.   If they
choose, an individual can join 10 groups.   We at the Elite
maintain that the more you know about your computer the more
fun you can have, and the better we ALL will become.   The user
will go to the group(s) that they get FED the most information
from, that have the best speakers, most up to-date technology
and the Atari atmosphere throughout.   This is what The ATARI
ELITE is all about.

    If anyone has been offended by this message   I am sorry
...this was not the purpose of this letter. The image of THE
ATARI ELITE has been badly damaged and some will never change
their small mind to really search out the FACTS.   We will
continue to work very hard to bring out ALL of the
TRUTH......for you Atarians that want to learn more about your
machine ...we meet the first Monday of each month at the
Greentree Marriott....

                *** THE ATARI ELITE ***
                    P.O. BOX 18293
                 PITTSBURGH, PA 15236

If you need more information drop us a line..... For all that
like to use their modems call our BBS......

                 AUTOBOSS/ATARI ELITE
                     P.O. BOX 281
                  BUNOLA, PA. 15020

***** End of re-print *****

GREAT LAKES ATARI COMPUTER CONFERENCE

    Patty Marshall and Paul Plants of the Westmoreland Atari Computer
Organization (WACO) contacted the AUA in October of 1990 with their plans
of an Atari Show in 1991. We first met Paul while we were at the WAACE
show in Reston, VA, and both Tony and myself wanted to entertain the idea
of an AUA co-sponsored event.

    So, we met with Paul and Patty, as well as Dennis McGuire of SAGE one
sunday morning and discussed what would have to do to pull of a good show
-- without suffering from the "Pittsburgh Syndrome" After all, our show
would be nearly 150 miles north of Pittsburgh and would draw from Buffalo,
Cleveland, Detroit, and Toronto and could provide us with a substantial
draw of ST users.   What we did not know at that time was that Atari had
completely erased all of Pennsylvania from the map and that many
developers had bad feelings about the area still. Tony and I left the
meeting pretty excited and confident that a show in Erie would do very
well. However, we were having some concerns as to what our actual role
would be in the show and whether we had the time and manpower to
co-sponsor the extravaganza. After talking about it for a few days, we
decided that it would not be in the best interest of the AUA to become
financially involved in the show because we would not be able to provide
the other show sponsors with equal time and capital.   Therefore, we
announced that we would fully support the show and help promote it,
however, we could not provide them with finances or manpower.

    Our decision was not received very well, but we had to do "what we had
to do." There was no way that we would be able to give 100 percent of our
time while working full time and running the AUA on the side. That was
enough, and a show event would overload us and probably cause hardship at
home (the spouse/girlfriend theory...). Both Paul and Patty were
disappointed with us, but we really felt that our decision was well
thought out.

    During the course of the next few months, AUA helped the show efforts
by mailing flyers for the show with our normal mailing efforts such as
renewals, direct mail, and newsletter. Paul estimated that between our
efforts at AUA and his, nearly 8000 flyers were sent out over a 3 or 4
month period. That figure is rather substantial and really should have
hit a broad population of ST users who would attend the show.

    Paul mentioned that he spent hundreds of dollars contacting vendors
and each of them had some excuse as to why they could not attend the show.
By the first of June, Paul and the Great Lakes Atari Computer Conference
had confirmed three booths: Wiz Works, ICD, and Best Electronics. All
of the other vendors gave excuses like "To far to travel," "Not in our
budget," "We will get back to you." Paul got a run around. Even Atari
fed them a line when Bob Brodie said that Atari could not attend the show
because their schedule was full. We later found out that Bob committed
to 2 shows, Asheville, NC and another midwest show -- both 1 day mall
shows, AFTER he told Paul he could not attend the GLACC show because of
the above state reason.

While not one of the people Paul contacted over the 6 month period
would actually state why they would "really" not attend the show, this
writer knows the real reason and it does not take a genius to figure it
out. Pennsylvania has been a "black hole" in the Atari Community ever
since the events of April 1990. No one wants to come here because of what
they "heard" about the Pittsburgh. To be honest, if I was a vendor and
heard some of the things that were said, I would be hesitant too.
However, I can attest that I would at least want to get the truth before I
made a decision to not attend a show that had the potential to draw a
thousand or more starving ST users. The three vendors who did commit to
the GLACC show were also at the PACE show in 1990. Of the three, Wiz
Works is the only software vendor while the other two are hardware.   I
suppose that the hardware guys did not feel threatened by piracy and for
Wiz Works, the distance to the show was convenient.
    It is a shame to see the effort that these GLACC people put into the
show washed away by unsubstantiated rumors about Pennsylvania and more
specifically Pittsburgh. Both Paul and Patty are very discouraged at this
point with Atari and I really don't blame them. But what Atari does not
realize is that there are thousands of "Pauls and Patties" in the United
States who do not care about Atari any longer.

  ===
  Permission to Re-Print is granted as long as no part of this work is
    changed in any way and credit is given to the Author and the AUA.
  ===

> SHAMUS! STR Review   ALL ABOUT THOSE NEW GAMING GOODIES!
  """"""""""""""""""

                    -- ST REPORT CARD # 4 --
                     ___ BY THE SHAMUS ___/

LEANDER - Psygnosis has been producing software for the ST since
          the machine's beginnings. Some of their early ST
          releases were hits like BARBARIAN and some were pretty
          poor like CAPTAIN FIZZ. Graphics have always been the
          strong suit of this company. In addition to this, all
          of the Psygnosis games are originals, not arcade or
          movie licenses. Leander is the latest platform game
          from Psygnosis and fans of this genre will be very
          impressed. The graphics are colourful, the sprites are
          huge and the scrolling is close to flawless! The use of
          sprites will remind you of a console game from TURBO
          GRAPHIX or SUPER NINTENDO. The only shortcoming of this
          game is the soundtrack. Frankly, all you will hear is
          soundchip sound-effects but you will hardly notice this
          anyways. Aside from the sound, this game seriously
          challenges and surpasses the best platform games on the
          ST such as GODS (The Bitmap Brothers).
                                        GRADE: A+

PARASOL STARS - Before I tell you about this game, I must mention

I am a big fan of the previous two arcade
conversions in this series, namely BUBBLE BOBBLE
and the classic RAINBOW ISLANDS. These games are
for people who enjoy a good platform game with all
the hidden rooms and prizes and weapons and add-
ons and end of level guardians. Parasol Stars,
like Rainbow Islands, is the type of game which is
more popular when it is converted than it is in
the arcade. OCEAN is well known for its great
conversions like Hudson Hawk and Toki. Parasol
Stars is not as good as RAINBOW ISLANDS, but
judged on its own merit, it is a fun game. As a
one player game, this game is a B, but as a two
player game, the fun is enhanced considerably.
You can stun and even throw your opponent! The
main problem with the conversion is the cheap way
the colour was converted from the 32+ colour AMIGA
to the 16 colour ST version. The sprites are not
as colourful, detailed or well-defined as the
conversions for other computers. The scrolling on
some of the screens is also quite choppy. On
early ST games, chunky scrolling was completely
acceptable but in this games, the scrolling keeps
this game from being exceptional. Still fun.
                                    GRADE: A

ASTEROIDS - This column usually reviews commercial software, but
            this new SHAREWARE title is worth checking out because
            it is the closest thing to the classic arcade
            ASTEROIDS on the ST. The graphics are simple but well
            defined and the playability is great. A lot of the
            in this game is due to the sheer simplicity and
            addictive nature of the game. For SHAREWARE, everyone
            should register their copy.   GRADE: B

DIZZY ADVENTURES - Dizzy adventures is a compilation five brand
              new DIZZY adventures including BUBBLE DIZZY,
              PANIC DIZZY, QUICKSNAX, SPELLBOUND DIZZY and
              THE PRINCE OF YOLKFOLK. The strongest of the
              games is SPELLBOUND DIZZY. It is set up like
              many of the other DIZZY ADVENTURES. This is
              the largest DIZZY game to date with over 105
              screens of cute strategy and platform action.
              As you may or may not know, many of these
              adventures have been converted over for the
              NINTENDO. On their own, these DIZZY games are
              average at best. As a package, five games for
              the price of one is a good deal. Recommended
              for people who like puzzles and platforms.
                                    GRADE: B+

TREX WARRIOR - Trex Warrior is the latest game from game writing
              greats, THALION (Wings of Death, Enchanted Lands).
              This game takes the old 8-bit game called
              ENCOUNTER (by Synapse) and adds better graphics,
              bigger explosions and some fast vector graphics.
              The game plan is quite basic but it is also quite
              fun. This game is no ENCHANTED LANDS, but it is
              an original shoot 'em up which will make you
              remember the 8-bit days. Worth a look.   Grade: B+

STEEL EMPIRE - There has been an obvious lack of territorial
               conquest strategy games on the ST. The best ones
               include RISK, COLONIAL CONQUEST and LORDS OF
               CONQUEST. Some publishers have combined action
               and strategy with games like DEFENDER OF THE CROWN
               and NORTH AND SOUTH. This game takes many elements
               from both and makes a very nice futuristic strategy
               game. The program is quite hard to describe but it
               is the type of program you can not pick up and just
               figure it out without reading the documentation
               first. For strategy fans, this game will really
               draw you in when you find out how complex it is.
               Others will want to try before they buy. Grade: B

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> Blue Ridge Fest! STR SHOW NEWS   Summer Fun with Atari!
  """"""""""""""""""""""""""""""""

                     BLUE RIDGE ATARIFEST '92
                     ========================

     The Blue Ridge Atari Computer Enthusiasts (BRACE) and Computer STudio
invite you to participate in the third annual Blue Ridge AtariFest on
Saturday, July 18, 1992.   The show will take place in the Courtyard Shop
area of Westgate Shopping Center in Asheville, North Carolina (Home of
Computer STudio).

 Exhibitor's who have already made a commitment to attend include
 (Alphabetical Listing):

 Accusoft-ST (Michael Cooper) .... PD/Shareware Software
 Atari Computer Corporation (Mike Groh) ......
 ABC Solutions (Peter Zalesak) .... Publisher ST2, First
                                              Word, First Graph,
                                              tbxCAD, Kuma's
                                              KSpread4/Lite
 Clear Thinking (Craig Harvey) .... EdHak
 CodeHead Software (John Eidsvoog) .... Midi Spy, TOS Extension
                                              Card, Megapaint II Pro,
                                              Hotwire, G+Plus,
                                              LookIt/PopIt, etc.
 Computer STudio .... Visit a 'real' Atari
                                              Dealership in the mall
 DSA (Robert Dytmire & David Munsie) .... GP Graphics Engine -
                                              New product unveiling!
 Goldleaf Publishing (John Fox) .... Wordflair II, Didot,
                                              Retouche, Sherlook,
                                              etc.
 KAUG (Knoxville Atari Users Group) .... P/D Library Disks

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KAUG (Seminar by Erik White) ................ "Beginning MIDI"
Lexicor Software (John Cole) ................ Desktop Video Software
Reed Mountain Press (Don Terp) .............. Desktop Publishing
                                             Seminar
Software Development Systems (Scott Sanders). NewDesk Icon Editor
                                             CPX, Printer
                                             Utilities Pak
ST Report/ABCO Computer (Ralph Mariano) ..... Seminar on current
                                             events in the Atari
                                             marketplace.
Step Ahead Software (Nevin Shalit) .......... Tracker ST (Nevin is
                                             Current IAAD Pres.)
Twilight Zone Software (Wayne Watson) ....... Transcendence BBS
                                             software.
Willard Productions (Clifton Willard) ....... Professional Desktop
                                             Video
WorldComm (Ralph Roberts) ................... Author of several
                                             computer books incl.
                                             "Computer Viruses"
                                             and hint books
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     Several additional Atari developers have also expressed an interest in
the show but have not yet made their commitment.   The list is obviously
still growing!

 For additional information, please contact:

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     Sheldon Winick                  Cliff Allen, Show Coord.
     GEnie:  S.WINICK                GEnie:  C.ALLEN17
     Computer STudio                 Internet:  CALLEN@UNCA.EDU
     Westgate Shopping Center        phone:  (704) 258-3758
     40 Westgate Parkway - Suite D
     Asheville, NC  28806
     (704) 251-0201
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> COMPO PRODUCTS STR InfoFile   CompoScript - C-Font
   """"""""""""""""""""""""""""""

                     COMPO PRODUCTS UPDATE
                     =====================

CompoScript

CompoScript is a very powerful application that lets you work with
PostScript files on your Atari computer.

Why PostScript?

PostScript is a page description language. It lets an application, such

as a word processor, publishing program, or graphics program output files
which are device independent - this means that you can output a PostScript
file that can then be printed on any PostScript printer, be it a 180dpi
dot matrix printer or 2400 dpi imagesetter. You'll always get the highest
quality that the printer is capable of. When using applications that can
drive a printer directly or via PostScript, printing via PostScript often
gives superior results.   There is also Encapsulated PostScript (EPS),
which is a resolution independent file format for exchange of data
between programs.

PostScript has two typeface formats - Type 1 and Type 3.   Type 1 fonts
are generally considered the highest quality fonts available because
they're stored as outlines that can be scaled to any size, and have
hinting.   Hinting is a method of accurately reproducing fonts at any size
(when outline fonts are rendered at a small size or resolution, unhinted
fonts can lose important font details). There are literally thousands of
Type 1 fonts available, from famous font foundries or even the public
domain.   Type 3 fonts are similar to Type 1s, but do not have hinting and
are generally slower and consume more memory.

PostScript, and Encapsulated PostScript, have become the standard for
data exchange on MS-DOS, Macintosh, and UNIX computer platforms. It is
becoming very popular with Atari users as well,   because of it's
flexibility, quality, and transferability for users who work on DOS or
Macintosh computers or emulators who can now take files back and forth
with their Atari.

Why CompoScript?

CompoScript gives your Atari and your printer PostScript compatibility.

At its most basic level of operation, it outputs PostScript files on most
any printer. It also lets you adjust printing resolution, print (or
preview) the image to the   screen, convert PostScript and Encapsulated
PostScript files to GEM Image and TIFF (so you can load these files into
programs that don't support PostScript), adjust screen frequency and angle
for grey scale (halftone) images, and edit font names and aliases, giving
you font flexibility and preventing the problem found all too often with
some PostScript interpreters which default to Courier when a file requests
a font that isn't available.

CompoScript is the only PostScript interpreter for Atari computers that
uses Type 1 fonts. Any Type 1 font can be used by CompoScript, simply by
telling CompoScript where the font is located (a matter of a couple mouse
clicks). It also includes 35 Type 1 fonts, which can be used with any
application that uses Type 1 fonts!

You may already be using PostScript, or applications that can use it. We
invite you to experience the power of PostScript through our handy
upgrade program.

CompoScript runs on any Atari computer with a megabyte of memory and a
hard disk.

                    It has a retail price of $349.95

SPECIAL OFFER

Through   August 31, 1992, users who own PostScript compatible software
(such as UltraScript, PageStream, and Avant Vector, among others) can

purchase CompoScript for $200.00.

Simply return your original disk with your order.

*** Editor Note:

    In lieu of sending an "ORIGINAL DISK", a photocopy of the disk, book
cover or receipt with be sufficient.   if you have any further questions
please call Compo. The number is listed at the end of this article.

                              C-FONT
               CONVERT CALAMUS OUTLINE FONTS TO GEM FORMAT!

About Fonts . . .

There are two fundamental types of fonts - bitmap fonts and outline fonts.
Any outline font must be turned into a bitmap before it can be seen on a
monitor or printed to a printer.

A bitmap font is a collection of dots;   as such it is only a specific
point size.   For instance Times Roman in 8, 10, and 12 point needs 3
different bitmap fonts for the printer and, for WYSIWYG programs,   3
different bitmap fonts for the screen.

An outline   font is   completely different.   It is a mathematical
representation of a font in terms of lines and curves.   In its own right
it is useless;   before it can be used software must interpret it into a
bitmap for display or printing.

On Atari computers one of the most popular forms of outline font is for
Calamus.   C-Font will take a Calamus outline font and produce a GEM
format bitmap font for both screen and printer.

Who needs C-Font?

Anyone who uses software that supports standard GEM format fonts will
benefit from C-Font.   This includes COMPO's own word processors That's
Write and Write ON, any program that uses GDOS or G+Plus such as
Timeworks Publisher and Easy Draw, and other software such as the Diablo
emulator for laser printers.
How does C-Font work?
C-Font will run either as a stand alone program, or as a desk accessory.
All you need to do is load a Calamus font (normally a .CFN file) and say
what point size you would like C-Font to produce.   C-Font will
automatically create the appropriate fonts for your monitor and printer.

Technical bits . . .

Font sizes up to 99 points

Font resolution up to 999 dpi

User definable inter-character spacing

Automatic superscript and subscript fonts for That's Write and Write ON

Default information taken from GDOS, That's Write or Write ON screen and
printer drivers

Full manual control of all parameters for maximum compatibility and
flexibility

Support for compressed fonts, as used in That's Write 2 and Fontkit Plus.

C-Font costs $29.95
available directly from COMPO Software
or your favorite dealer.

COMPO Software Corp.
104 Esplanade Avenue Ste. 121
Pacifica California 94044
Tel 415-355-0862   Fax 415-355-0869

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> Remember When? STR FOCUS!   Memories....
  """""""""""""""""""""""""""

REPRINT FROM STREPORT # 4.06 FEB. 09, 1990
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CPU NEWSWIRE CONFIDENTIAL
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 - Sunnyvale, CA.   **** ATARI MAY HIRE NAGY! ****

   Coming from two ultra confidential and usually very reliable sources,
it is reported that A. Salerno's division is contemplating bringing John
Nagy onboard. Nagy, a central figure in many controversial developments
in the Atari arena and formally of Computer Shopper and znet recently
moved to California from Michigan.

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          DISCOUNT OFFER ON ADMISSION TO HARTFORD ATARI SHOW
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HARTFORD, Conn. (June 18, 1992)

Budget-conscious Atari users can take advantage of a registration offer
that will save them money during their visit to Connecticut AtariFest'92
(CAF '92) here on August 15 and 16. Show organizers have invited on-line
and bulletin board users to pre-register for the Northeast's only Atari
show this summer and save up to $2 off the price of admission.

For a limited time, would-be show attendees can download an Earlybird
Registration Form, fill in the necessary data and get $1.50 discount off
the price of a one-day ticket, $2 off the price of a two-day pass.
Attendees registering at the show will pay $5 and $8 for one- and two-day
passes, respectively.
Registrants must return the form with a check or money order by midnight
July 9, 1992 to qualify for discounts.

Organizers said the EarlyBird discounts will give showgoers a little more
buying power with which to fill shopping bags with goodies at the show. By
pre-registering, attendees can breeze through the check-in desk on the
days of the show and won't be left waiting in line while other visitors
grab the best bargains. CAF '92 Chairman Brian Gockley said EarlyBird
registrants will also receive a pre-show mailer containing news about
specials that off-the- street visitors won't learn about until the doors
of CAF '92 open.

An attached questionnaire asks registrants about their interests and which
exhibitors and products they'd like to see at the show. The optional form
is not needed to pre-register.

Connecticut AtariFest '92 is rapidly shaping up as the must-go Atari event
of this summer. More than two dozen leading developers and Atari dealers
plan to attend. More than one dozen Atari user groups from around the
Northeast will also participate. The show runs from 10 a.m. to 5 p.m. on
Saturday August 15 and Sunday August 16 at the Sheraton Hotel at Bradley
International Airport in Windsor Locks, 12 miles north of downtown
Hartford.

Show activities will include presentation of the latest Atari products and
services, seminars on desktop publishing and video production, instruction
from developers, a hands-on Atari 'Petting Zoo' spotlighting unique user
creations, MIDI demonstrations, Lynx (game system) competitions, Portfolio
(palmtop) applications, 8-bit support and more.

Look for the EarlyBird registration form in files named 'CAFREG80.TXT'
(80- column) and 'CAFREG40.TXT' (40-column) elsewhere on this on-line
service or bulletin board. Prospective showgoers who do not subscribe to a
major on- line service or contact Atari bulletin board systems in the
Northeast can still get a pre-show discount. They should address a

self-addressed, stamped envelope to:

                    Connecticut AtariFest '92
                        18 Elmwood Avenue
                     Bridgeport, CT 06605

For more information about the show, contact:

                         Brian Gockley
                       18 Elmwood Avenue
                     Bridgeport, CT 06605
                     [Phone (203) 332-1721
                     E-Mail GEnie = B.GOCKLEY]

                          Doug Finch
                        46 Park Avenue
                    Old Greenwich CT 06870
                     [Phone (203) 637-1034
                     EMail CIS = 76337,1067
                        GEnie = D.FINCH7.

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++   CONNECTICUT ATARIFEST '92   Sponsored by F.A.C.E., S.T.A.R.R., ++
++   August 15-16, 1992   D-BUG, A.U.G.O.G.H., A.M.A.U.G.,   ++
++   Sheraton Hotel at Brad-   C.C.C.C., the A.C.T. Group and   ++
++   ley Int'l Airpt, Hart-   other Atari user groups in asso-   ++
++   ford (Windsor Locks, CT)   ciation with Atari Corporation.   ++
++   ++
+++

        E A R L Y B I R D   D I S C O U N T   F O R M
+++

  Take advantage of a $1.50 discount on the cost of a one-day admission
  ticket and Save $2 off the cost of a two-day pass. make sure you're
  alerted to special deals and exhibitor discounts offered at CONNECTICUT
  ATARIFEST '92. Register now for the BIGGEST summertime show Atari will
  attend in the Northeast this year. ACT NOW!! This offer is in effect
  until July 9, 1992 only.

    ------------- Type or print the following information --------------
   Name _____
   Company (if applicable) _____
   Street/PO Box _____
   City _____ State ____ ZIP _____
   Phone _____ Fax/Modem (specify) _____
   E-Mail addresses (specify service) _____

     1-day ticket = $ 3.50 (good either day)   2-day ticket = $6.00
       No. of tickets requested   1-day _____ 2-day _____

Return with a S.A.S.E. and check or money order payable to:
                            PG Associates
                          18 Elmwood Ave.
                        Bridgeport, CT 06605.
               Connecticut residents add 6% sales tax.
Checks must be received no later than midnight July 9, 1992. (STR825)

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                    Q U E S T I O N N A I R E
++
The following questions are optional and not required for registration.
Your answers will be helpful, however, in determining which exhibitors
you would like to see, which seminars should be scheduled and which
products and services you would like see at CONNECTICUT ATARIFEST '92.

Please indicate whether you are interested in receiving pre-show
information from exhibitors about special offers and discounts, or would
like us to withhold your replies. Thanks for taking the time and trouble
to advise us. The Organizers.

Atari model/system now in use _____
What applications interest you the most? _____
_____
What companies/products would you like to see at the show? _____
_____
_____
_____
How, if at all, might you consider upgrading your system,software or
services used? _____
Do you belong to a user group in your area? If so, which? _____
_____ Use a local BBS? _____
Subscribe to Atari-specific publications? _____
_____
To an on-line service? _____
Best tip to Atari, its developers and support organizations? _____
_____

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            S E E   Y O U   A T   T H E   S H O W ! ! !
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> STR Portfolio News & Information   Keeping up to date...
  """""""""""""""""""""""""""""""""""

                    THE ATARI PORTFOLIO FORUM
                    """"""""""""""""""""""""""

On CompuServe!

by STR's Roving Reporter

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                   PORTFOLIO GOES TO THE MOVIES AGAIN!
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     The movie Star is at it again. The world famous Atari Portfolio is
well represented on the set of "Made In America" starring Whoopi Goldberg
and Ted Danson. While the particulars of the movie are being kept under
wraps, we can tell you this.. the Portfolio is there, on the set, in
force. So, Atari Portfolio Fans... look forward to seeing your favorite
Palmtop in the "lights again. So far, there three or four on the set and
more to come.

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> CSB /FTL STR Review            CHAOS STRIKES BACK! - Revisited
  """"""""""""""""""""
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           DUNGEON MASTER, REVISITED.....AGAIN (AGAIN!)
                      CHAOS STRIKES BACK!!
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by Dana P. Jacobson

     A few weeks ago, I managed to pick up Dungeon Master again and I
completed it (finally), and gave a description of that trip down memory
lane. As I mentioned in that article, there's a lot of discussion on
local bulletin boards and online services about Dungeon Master-like games,
such as Knightmare, Shadowlands, Captive, and others. These discussions
brought back some great memories that I had when _trying_ to play/complete
Dungeon Master. Soon enough, I had the "bug" again!!

     With a lot of time spent, patience, and a number of helpful hints from
other DM players and the DM hintbook/maps, I managed to finish the game.
It was as much fun and frustrating as I remembered a few years ago! Since
I also had Chaos Strikes Back (the sequel to Dungeon Master), I was
determined to play and finish it as well.

     The first thing that I did before starting out with CSB was to search
some stacks of dusty floppies and see if I still had a few disks with CSB
maps and hints. I found them, chipped the dust off, and checked them
out. Okay, they looked fine, so I printed them out to have them handy (I
get lost in these dungeon games _very_ easily!). I then converted my
champions from DM so they could be used in Chaos. I was attached to
these four champions, so I figured they were appropriate for the new
challenge!

     When starting out in CSB, your champions retain their skills, but
everything else they had when you completed DM is gone. They even start
out "naked". First thing that I did was to ready them with fireballs
because I remembered people saying that no sooner than you begin the game,
you're greeted with those favorite monsters from DM, the Worms! They were
right! And, they kept regenerating every time you passed by a certain

spot in the dungeon. Well, that was alright, as I managed to stockpile
plenty of food from this unlimited source.

     Anyway, checking out the maps, I found that they weren't as good as
the ones I was used to seeing while playing DM. They just weren't as
clearly marked. I checked around our local dealers to see if they had
the CSB hintbook, knowing that the maps _had_ to be better! Naturally, no
one had it in stock....sigh. Well, knowing that one of the authors is
Bob Retelle, a SysOp on Compuserve, I asked him if he knew where I might
be able to find the book. He told me that I could probably get one from
FTL (the company that did both games); and that he would check to see if
he had any laying around somewhere (he must have a shelf of old stuff
collecting dust too!). A day or so later, Bob found a hidden cache of
books, and offered to send me one. Who could refuse such an offer? I
got it a few days later (I wouldn't let my wife leave the house until
after the UPS truck stopped in front of the house!).

     Back into the dungeon I go!! The CSB game is similar to DM with
relation to gameplay, spells used, and graphics. What was different is
the way in which the dungeon was laid out. In DM, when you started a
particular level, you made your way through it and then continued to the
next (or returned to the one before it). In Chaos, the dungeon levels
weren't set up in the same manner.

     It's difficult to explain, but it appears that there are sub- levels
in various places. There are also a _lot_ more pits to fall into, hidden
and open. Hidden walls are plentiful as well. There are also
transporters that can send you somewhere within the current level, or
another level altogether!

     The object of Chaos Strikes Back is to locate four pieces of Corbum
that Lord Chaos has hidden in the dungeon, and destroy them all by
throwing them into the FULYA Pit. The game is split into four "Ways".
Each of the Ways corresponds to one of the skills of your champions: DAIN,
the Wizard; NETA, the Priest; KU, the Fighter; and ROS, the Ninja.
Obviously, it's not that simple to just find these four pieces of Corbum
and ultimately destroy them. The "Junction of the Ways" is where you
start the game, and choose the path in which you wish to travel. Each
way takes you to different parts of the dungeon, but will meet at three
spots. The first "junction" is the initial starting point. Each of the
ways from this point will take you to a second "stage", meeting at the
Diabolical Demon Director area (the name _is_ appropriate!). From the
DDD, you continue on the second half of your quest to complete your
selected way. You then meet at each way's final stage of the game, at
the Maze, which will lead you to the FULYA Pit where you can destroy the
corbum. There are pits and transporters which will take you directly to
the Junction of the Ways, if you need to quickly restart your travels,
and, if you've prepared, some stored supplies.

     Chaos contains a lot of the monsters that we were accustomed to seeing
in Dungeon Master. It also contains a _lot_ of new monsters; and they're
tougher to battle in most cases. There are also a lot more dragons, but
fortunately, these provide an almost endless supply of food, which is hard
to come by in the game. Water is also not available conveniently as was
found in DM. Remembering my experience in DM, "stamina" potions come in
very handy to survive those times when water and/or food is depleted.
When either is available, stock up as much as is possible!

     My opinions of the CSB hintbook vary. Sometimes I hated the way in
which it was done; and at other times I found it to be invaluable. I
also need to explain these differences in opinion! First of all, this

hintbook is designed differently than the one for the initial game.
However, it was necessary due to the difference in which the game is laid
out. In DM's hintbook, you were given maps of each level, quick tips for
different areas on each level, and another section which contained
specific tips for gameplay.

    The CSB book was more comprehensive. After the initial "history" of
the game's plot, you're given a brief (but interesting) concept of what is
expected of your champions in this new battle against Lord Chaos. Next
you see a chart of the available spells that you can use, both wizard and
priest. In Dungeon Master, you learned about the various available
spells by finding scrolls laying around the dungeon. You then were
greeted with a chart of the various monsters, and what levels they
appeared. What was disappointing about this part of the book is that I
wish that the authors had described the various monsters listed here.
Some are quite obvious (dragons, mummies, skeletons, etc.), but what the
heck are "gigglers", "rives", and "couatls"? Usually, if you can manage to
pause the game and refer back to this chart, you can discover which
monster you've just been faced with defeating. And, if you want to be
surprised, I guess knowing in advance might not be such a great idea.
Me, I'd like to know ahead of time what these things are!

    You're then shown a map of the Prison, similar to the area in Dungeon
Master where you can choose your champions. If you start the game using
the CSB champions instead of those you've "saved" from DM, there's an
added feature where you can "edit" your champions' appearance, and rename
them. CSB includes a utility disk in which you can do this. It also
contains a "hint oracle", in which you can learn a hint or two about
whatever current location that you're in during the game. For those who
don't have the hintbook, this option can be very useful. The only
problem is that you have to save your current location, exit the game, and
then reboot with the utility disk. Then, reboot again and return to the
game. I don't know if the hint oracle could have been incorporated
directly into the game or not, but it would have made things easier.
Perhaps the programmers figured people would be less tempted to use this
option if it was tedious to use all of the time! If so, they were
correct.

    The hintbook then goes on to describe each of the Ways leading from
the initial junction of all four. Each of these sections contains
miniature maps of various sections of each way. You're also given
descriptions and hints pertaining to that specific area. "Exits" from
that area are labeled with letters and numbers which refer you to hints
with corresponding letters and numbers. What bothered me about this was
that if you wanted to see the entire level at one time, you had to refer
to the section of the book which contained those maps. Unfortunately,
it's not always obvious how to find the corresponding level/map from the
smaller ones. As I mentioned earlier, each level is broken up into
sub-levels; which means that parts of the same level aren't accessible
from within that same level. Part of this is due to the fact that each
particular "Way" will travel to part of the level, while another "Way"
will take you to another part of the level - neither meeting with each
other until you reach one of the junctions. Still, it can be very
confusing at times until you find someplace in the level which looks
obvious and corresponds to the maps. If you fall through a pit, it'll
take you a long time to discover where you are using the maps!! But, as
in the DM book, there are sections in which you'll find general tips, and
another where those tips will be more broadly explained.
    I found the maps to be done very well. I know that I couldn't find
my way around in either of these games without them. The hints, when

needed, provided just enough information to get you past a particular
problem. There were times, however, that no matter how many hints the
book provided, I couldn't resolve the predicament I found myself in.
Fortunately, there are plenty of people online who can provide just enough
of a hint to help you when you most need it!

    The one thing that I learned playing Dungeon Master is to save your
game a _lot_! You never know what kind of a situation you're go to be
faced with at the next turn, or at the start of a new level. At the
moment, I'm still playing CSB (almost done!) and I have a stack of about
20 disks containing saved games from various points throughout. I've
become experienced enough at the moment where I know that I can use some
of the earlier disks over again as I'll never have the need to go that far
back. Also, saving your game often allows you to have a spot to return
to when you turn a corner and are faced with a monster that completely
surprises you and your champions are defeated quickly. You have a chance
to "practice" your skills and know what to expect and how to get past that
particular danger. Once you do that, save the game again!!

    I'd like to give a special thanks to Bob Retelle for providing me with
the means to be able to play Chaos Strikes Back. Overall, the hintbook
provides you with information to help you play this game. The book
doesn't always provide you the specific help that you need, but doing so
would certainly take a lot of the enjoyment out of the game. I did find
that I had troubles between the two sections of maps, but after completing
two of the Ways, I learned how to deal with those. Currently, I'm about
to toss the third piece of corbum that I've obtained into the FULYA Pit.
Then, it's back to the Junction of the Ways and the final piece!
Thankfully, I've just started one of my summer vacations, so I'm going to
have plenty of free time to play!

    I know of a number of people who own CSB, but have never completed it
because they became frustrated with the game because of its differences
(and more difficulties) from DM. To those people, and even those of you
who are better at these games, I highly recommend that you get hold of
the CSB hintbook. I also recommend the first one. If you've played
Dungeon Master, but never went on to Chaos Strikes Back, do it - it's a
great game! If you haven't played either one yet (there may be one or two
people on the face of the earth who haven't), give them a try.

    Well, now that I've finished this 'return to yesteryear', it's time to
return to Lord Chaos and the final stages of his demise!! Then, who
knows?! Maybe a return to Dungeon Master, or a new adventure with
Knightmare or one of the other currently addictive dungeon-type games.
Bob, any future hintbooks on the horizon? See you all in the dungeons...

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> WAACE'92 STR SHOW NEWS   "THE PREMIER EAST COAST SHOW!"
  """"""""""""""""""""""""

                        W.A.A.C.E. AtariFest 1992

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The Washington Area Atari Computer Enthusiasts will sponsor W.A.A.C.E. AtariFest 1992 on October 10 and 11. The show will again be staged at the Sheraton Reston Hotel in Reston, VA. Show hours will be from 10 am to 6 pm on both days. In addition to the shopping bargains available from over thirty vendors there will be a full round of demonstrations, tutorials, and seminars. A banquet on Saturday evening will feature a special speaker on Atari matters and Current Notes Magazine's "Author of the Year" award. Special mixers will cap off the evening's festivities. The 1990 and 1991 editions of the show attracted approximately 2000 visitors.

The Sheraton Reston Hotel is a spacious, attractive facility located in a park-like setting near Washington, DC. The hotel is offering a special room rate of $59 per night plus tax to 'Fest attendees. Call 1-800-392-ROOM or 703-620-9000 for reservations. Be sure to mention W.A.A.C.E. AtariFest '92. The number of rooms available at this special rate is limited, so make your reservations early.

The price that W.A.A.C.E. will have to pay for the exhibit space is directly tied to the number of hotel rooms that are rented out. If you have any expectation at all of attending the event we would like you to reserve a room for Friday and Saturday nights.

Immediately following the 1991 show Charles F. Johnson of Codehead Technologies announced that W.A.A.C.E. '91 was the most profitable outing that they had ever had, anywhere. For eight years W.A.A.C.E. has provided a complete Atari experience. 1992 promises to be in that same tradition.

For additional information please contact:
                        Charles Hoffmann
                      5908 Bayshire Road
                   Springfield, VA 22152-1146
                        (703) 569-6734

                     GEnie : S. Hoffmann
                  CompuServe : 73740,1507
                   Delphi : CHUCKHOFFMAN

_____

> MIGRAPH'S OCR STR Review   OCR (Optical Character Recognition)
  """"""""""""""""""""""""""

                  OCR (OPTICAL CHARACTER RECOGNITION)
                  ===================================

MiGraph Inc.
review Version 1.09b

Part II

by Doyle Helms
Software Editor @ ST Report

    "TO SAVE SUCCEEDiNG GENERATiONS FROM THE SCOURGE OF
    iNTRA-GAlACTiC WAR WHiCH HAS BROUGHT UNTOlD HORROR AND
    SUFFERiNG TO OUR PlANETARY SOciAl SYSTEMS, AND TO
    REAFFiRM FAiTH IN THE FUNDA%NTAl INTElliGENT lIFE-FORM
    RiGHTS, iN THE DiGNiTY AND WORTH OF THE INTElliGENT
    liFE-FORM PERSON , TO THE EQUAl RIGHTS OF MAlE AND
    FEMAlE AND OF PlANETARY SO=iAl SYSTEMS lARGE AND SMAll
    , AND TO ESTABliSH CONDiTIONS UNDER WhiCH JUSTiCE AND
    MUTUAl RESPECT FOR T OBliGATiONS ARISING FROM
    TREATIES AND OTHER SOURCES OF iNTi@lANETARY lAW CAN BE
    MAINTAINED, AND TO PROMOTE SOCiAl PR%RESS AND BETTER
    STANDARDS OF lIFE iN lARGER FREEDOM "

    The above text is the direct unedited import of a file from MI-GRAPH
OCR. The original text is ALL CAPITALS and monospaced. The original text
was scanned at 300 dpi by a MI-GRAPH hand scanner. The results of the
scan, as shown above, was processed with a NEW dictionary and NO
INTERACTIVE LEARNING on my part. The point I'm trying to make here is
that OCR read and processed the original text with no help from me and no
dictionary from which to draw information on the text to be processed. I
find the above example to be outstanding by virtue of the circumstances.
The most noticeable "problems" (if you could call them that) is the
failure of the OCR program to recognize the lowercase letters from the
uppercase letters. The program "guessed" right, just the wrong case. The
other "characters" in the processed text are OCR's way of telling you
that "Hey, I don't know what the heck that character is supposed to be".
Still, only VERY FEW of those are shown to crept into the translation.
Keep in mind that this text was processed with NO dictionary of learned
type styles and NO help from me in showing it what was what!

    After saving the file in its un-edited form, I reprocessed the file
with INTERACTIVE LEARNING turned ON. The result of this action on my part
was a few "verifications" of certain characters and a few "learn" entries
to show OCR the questionable characters. Keep in mind the QUALITY of the
original and the quality of the scanning plays a MAJOR role in the
efficiency of the processing. The sharpest learning curve in using OCR is
learning about the contrast setting of your scanner. One setting does NOT
fit all situations! The type of paper and the coloration of the paper
play a large part in the contrast settings of the scanner. Please note
that I have found that very minute adjustments in contrast settings is the
rule of thumb. I have yet been required to change the contrast setting
more than a "notch" either way with my MI- GRAPH scanner. I have learned
approximate settings just looking at the paper before the scan. OCR
efficiency increases each time I use it and requires less and less
interaction by me each time.

 CONCLUSION--

    I can give OCR from MI-GRAPH a **** (4) STaR out of 5 for overall
performance. The only improvement I can suggest at this time is for

someone else to do the scanning and "teaching" for me...<grin>

    OCR (1.09b)from MI-GRAPH is solid, dependable, professional and I
predict a long and productive future for OCR on the Atari platform.

(The spelling portion of this product is based on Proximity Linguistic
Technology.)

                              MI-GRAPH Inc.
                       32799 Pacific Highway S. (12)
                          Federal Way, WA 98003
                            Tel: (206) 838-4677
                            FAX: (206) 838-4702

        _____

> STR Mail Call   "...a place for the readers to be heard"
  """"""""""""""

                             STReport's MailBag
                             """"""""""""""""""""

From Delphi

FORUM>Reply, Add, Read, "?" or Exit>
38672 13-JUN 10:38 General Information
      RE: Questions (Re: Msg 38657)
      From: WAYNEDUNHAM To: MADMODIFIER

Lloyd,
    I call an FNET board every day, but never see anything. Maybe because
I've got all but the local and Programming FNET bases locked out. :-) What
is the official Atari FNET base anyways? Maybe I'll start reading it for
free on the Fnet instead of spending big bucks over on "G" looking for
'tidbits'.
        Wayne

Enter FOLLOW for related Message(s).

From the FNET

Conf : Atari Technical
Msg# : 10462/10467 Lines: Extended Read: 1
Sent : Jun 17, 1992 at 10:20 AM
To   : Steve Johnson
From : Bob Brodie at Fnet Node 319, Atari Base USA
Subj : Re: <10433> Upgrade techs

In reply to:

  - I'd like to find the people who will/can do an upgrade to a Stacy 1/20

```
 - to include a) 4meg RAM
 -           b) TOS 2.06 and possibly
 -           c) bigger int. HD and
 -           d) acceleration.
 - the famous Jim Allen FASTECH and Dave Small (Gadgets by...) have not
 - replied to my inquiries.
 -
Try ICD. I have an AdSpeed in my Stacy-4 and I'm very happy with it.

If you want to have true one stop shopping, I recommend The Computer
Network very highly. They do all the service on my Stacy (on the rare
occasions that it needed any).

The Computer Network  818-500-3900
1605 West Glenoaks Blvd.
Glendale, CA
Tony is the service guy. HIGHLY recommended.


Editor Note;  One can't help but wonder how all the other dealers who
              still support Atari feel about posts like this.  While a
              reccomendation is nice, it becomes lethal when it hurts
              others who do support Atari too!



From the FNET

Conf : STReport Online
Msg# : 20598/20645  Lines: 13  Read: 18
Sent : Jun 14, 1992  at 12:38 PM
To   : Jon Applegate
From : Chris B. Herting at Fnet Node 556, Thieves Guild-#556-Suitland-MD
Subj : Re: <20560> ATARI EXPLORER - THE HARD

I really do not mind about getting a few flames from Brodie and Company.
I have discussed things related the ST with him and Kovacs over Z*Net
before.  I really hope they do see that message.  They will only be upset,
if they can not handle the truth.  If I were to make that message two
lines, it could be summed up by saying...  It is time to grow up, act our
ages, and quit fighting like little siblings.  It is time to work
together.  As long as we keep arguing amongst ourselves, we will never
succeed.  The Atari User base is already in a deep hole looking up to IBM
and the Mac.  We have a LONG climb ahead of us.  It requires everyone to
make it to the top of this hole.  Unfortunately, Brodie, Kovacs, and
ST-Report need to argue.  Brodie has to take his frustrations on the WAACE
User's group because they will not keep Mariano from going.  It is
ridiculous.


From the FNET

Conf : STReport Online
Msg# : 20599/20645  Lines: 9  Read: 18
Sent : Jun 14, 1992  at 12:41 PM
To   : Duke Kish
From : Chris B. Herting at Fnet Node 556, Thieves Guild-#556-Suitland-MD
Subj : Re: <20552> The Ultimate Footshot!

Well, I was not trying to be negative.  I was just trying to throw the
```

truth in their faces. You can keep ducking it, and nothing will EVER be
accomplished. I have sat back, for the last two months since I have been
home from college, and watched all kinds of arguing.. It just needs to
stop, plain and simple. All this frustration, has to be made into a
positive. Instead of working against each other, and bringing the Atari
User Base down to new levels, we should work together and try to inform
non-Atari users of the platform. Teamwork.. It's what we need. And I
would not be doing my duty as an Atari user not to point it out.

From the FNET

Conf : STReport Online
Msg# : 20600/20645 Lines: 12 Read: 18
Sent : Jun 14, 1992 at 1:04 PM
To   : Brian-roland Miller
From : Chris B. Herting at Fnet Node 556, Thieves Guild-#556-Suitland-MD
Subj : Re: <20567> Atari BAshing, Philly Style

Well, I do not think so. It think you have just come across an
ignorant bunch of IBM users. Sure they think they IBM is a good
machine. It is the #1 supported computer in the world. So they have the
right to run their mouths off. The Atari Userbase is very small. But we
love our ST's and we will continue to use them. We have an ST and an IBM
in the house, and we use the ST a lot more. It is not because one or the
other is better. We just prefer the ST over the IBM. They are both
capable machines, it is a matter of what meets your needs. I would just
turn the other cheek and ignore their ignorance. And not even get
involved in one of those my computer is better than yours. Show them,
Atari Users have class, we do not even need to pay attention to their
childish remarks.

From the FNET

Conf : STReport Online
Msg# : 20601/20645 Lines: 8 Read: 18
Sent : Jun 14, 1992 at 1:09 PM
To   : Mark K.
From : Chris B. Herting at Fnet Node 556, Thieves Guild-#556-Suitland-MD
Subj : Re: <20558> ATARI EXPLORER - THE HARD

Exactly. Atari Corp has been portraying this image for some time. But
Bob Brodie never had. I listen to him speak. He seemed to be the breath
of fresh air Atari needed. He was the common users representative. He
was one of us. What he is now.. I am unsure, and unqualified to make a
complete judgement. I do know, I do not like the way he is handling
situations. I do not like what he is doing to WAACE. It is downright
wrong. He is working against us (Atari-Userbase) instead of with us. It
makes my stomach cringe.

From GEnie's ST RT

Category 14, Topic 7
Message 213   Tue Jun 16, 1992
R.WATSON15 [Wayne Watson]   at 06:45 EDT

There seems to be several problems.

1) Atari is a small company, especially compared to Apple and

IBM/Clones. They cannot handle the output like those companies
can.

2) If they were to Advertise and start getting tons of orders, I
   don't think they would be able to keep up with the demand. They
   cannot keep up with it that good now.

3) Where would all those people go to get this great machine everyone
   is talking about? I have 2 dealers I can go to. The problem is,
   they are about 100+ miles away. So, people would then turn around
   and say, "Well, the machine may be great but, I am not going to
   drive a hundred or more miles to get this thing or get support".
   Then they would be back to square one.

4) Atari does not have the financial resources that Apple has and yet
   they have come out with a lot of new stuff within the last couple
   of years. I love the Mega STE. They did a great job I think. Yes,
   they had some problems with it and the TT (1.44 meg support for
   one) and they dropped the ball on communication to the customer
   but, things are looking up.

5) Atari has some real big problems with PR and communications but,
   hopefully they will work on this area. They also need to get their
   house in order (Atari Corp.). Public Relations is one of their big
   time short comings.

I think that there may be problems with pushing the ST Book out the door
but, no one is talking. All we see is that it is not going out the door
and do not see what may be happening behind the scenes. I am not by all
means trying to defend Atari but, they are just not in the same league as
Apple and IBM/Clones. The machines in my opinion are however. The only
area they need work in is the graphics area and if ANY of the rumors are
true about the 'Falcon', then this will change.

All in all, I think Atari has done a good job at getting new products out
the door. They are still alive even with shares at $1.5 to $2.5 per share
(a failure in most eyes). I don't know about others but, I love the
machine. It is easier to use than a MAC although it does not have some of
the nice software. They blow IBM/Clones out of the water as far as
interface and speed. I have seen a 386 40 mhz machine running Windows,
YUCK! My 8 mhz machine did better and I didn't have to use half my Hard
Drive just to get that interface.

So, all I can say is, go ahead and switch over. I will be thinking about
ya when I am here working on this fantastic little machine that will run
circles around an IBM/Clone running windows. Can you say 486 50 mhz
running Windows and a lot of cards that will beat this poor little ol' 16
mhz STE with printer port, Hard Drive port, 1.44 meg floppy, Stereo sound,
2 modem ports, a serial port, GEM built into hardware and can run MAC and
IBM software to boot.

I know Jeff W., I will shut up now and get back on topic. I'll probably be
getting email saying it was moved. I had to say it though. I love the
machine but, not the company.
The road to recovery is a long hard road. I know, I am with a company that
is going through recovery but, we have managed to come from 5 million in
the hole to 50 million in the black. It was a long hard struggle but, with
a change of attitude and everyone working together, we managed to do it
and still have a long way to go. Atari has a long way to go but, I can see
they are trying.

```
     ------------
From GEnie's ST RT

Category 14,  Topic 7
Message 215        Tue Jun 16, 1992
B.KING8 [Brien King]         at 20:39 EDT

 Wayne & Jonesy -

You know, I was singing the same song you two were a long time ago and
kept saying "Oh! But Atari is improving".  Well, they have improved a
_little_, but not enough to warrant me sticking around.

Every one keeps saying "Look! Atari has come out with all this neat new
stuff in the past _COUPLE_ of years!  What more do you want?" Other
companies come out with the same amount of stuff in MONTHS not years.  Oh
yeah.  Atari is a small company and can't afford to do that, I must have
forgotten.  I guess they should have tried to advertise in the past 6
years
and push the ST so they would have some money.

As for who's still around?  Well IBM is still here, Apple is still here,
Commodore is still here, Atari is still here.  Tell me, who is
disappearing
the fastest?  I'll give you a hint, it starts with an A and ends with an
I.

If and _WHEN_ the falcon comes out, how many will be available? Where can
you get them?  Who will fix them?  Where do you buy software that takes
advantage of it?  Will it be a Class B machine or stuck at Class A for two
years?

If the BOOK makes it out this year they might set a new record!  More then
one machine out within a year of announcement.  Remember the good ol days
when Atari put the ST out in ONLY 6 months?

Like I said, I'm giving them until October, after that, I'll be looking
else where for my computer needs and wants.

                                          Brien King


 ------------



Category 14,  Topic 7
Message 218        Wed Jun 17, 1992
B.KING8 [Brien King]         at 04:52 EDT

  The STE reminds me a lot of the C-128 from  Commodore.  A  souped  up
  revision  of its predecessor.   The  STE  should have  been out YEARS
  before then, and the MEGA STE should have  come  out when the STE did.
  They were a day late and a dollar short.  Don't get me wrong, the STE
  is a great machine, but the Amiga  had  the  same  capabilities (i.e.
  Stereo Sound, 4096 Colors)  in 85-86 when the ST came out.  Then they
  came  out  with the TT, but  with  still  only  4096 colors. Major
  improvement there (yeah, I know, you don't  have to list all the TT's
  _NEW_ features because I _OWN_ one and  can  list them in my sleep!).
  The new monitors must have taken a  lot of  development time! Pick a
  color scheme and slap a label on a GoldStar. The new SLM was probably
```

the nicest enhancement to the Atari line.

   If you really want to know how well Atari is doing, then call a
   dealer, or developer and ask them how they are doing. Some are
   doing _OK_ because they are working their (you know what) off,
   others are struggling just to survive or going multi-platform
   just to pay the bills. You can blame it on what ever you want,
   but how many users are really left? Probably not enough to
   justify any major development of large projects. The majority
   of software today is imported and distributed by American
   companies because they can not afford the time and effort to
   develop their own programs and still expect to survive.

Steve -

   >>...but I think a lot of people are discouraged that Atari doesn't
   >>seem to be doing anything to improve the situation...

   Thats an Understatement.

                                                Brien King

From CIS Atari Fora
Date: 17-Jun-92 18:48 EDT
From: Gordon Meyer [72307,1502]
Subj: Last issue

To: STReport - Ralph 70007,4454

Ralph -

    Greetings!   Thought I'd drop you a quick note and let you know that
including the screen shots from STraight FAX was a great idea. I
purchased the program (with Supra modem) at the MAST Show and it's been
just great. I saw the review you printed after my purchase, but I still
enjoyed the article.

    I got version 1.03 and haven't had a lick of trouble with it.   No
hesitation in suggesting it to anyone who has the memory/hard drive
available.
                                     Best Regards,

                                     Gordon R. Meyer
                          9:11:34 pm CT Tuesday, June 16, 1992

#: 65292 S1/Forum Business
    19-Jun-92 13:24:16
Sb: Online support survey
Fm: SYSOP*Ron Luks 76703,254
To: All

    In the latest Atari Explorer Online, publisher and Director of
Communications for Atari Corporation, Bob Brodie, remarked that "his
online time is limited" and he asked the Atari community where they would
like to see him spend his online time. He then went on to predict that
everyone would respond positively to GEnie and the F-Net, but that he

would leave the choice up to the public.

    I would like to respond by posting a survey of our world-wide
membership, giving you the chance to cast your vote with your preference
for online support.

    Please vote for one of the following as a reply to this message or via
EMAIL to my user ID:

    As it pertains to Atari Corporations online support do you vote for:

    A) - We need BOB BRODIE online on CompuServe.

    B) - We need BOB BRODIE and others from Atari Corporation online.

    C) - We need representation from Atari Corporation (i.e., Bill
          Rehbock, J. Patton, Dan McNamee or John Townsend or others)
          online to keep us posted as to Atari Corp.s activities and
          plans, but not necessarily Bob Brodie.

    D) - Online Support from Atari Corporation is not necessary.

    Results of this survey will be compiled and posted online and
forwarded to Atari Corp. and Bob Brodie by Sysop * Ron Luks.

    Please vote as your answers may very well determine the amount and
type of official online support that is available in the months and years
ahead.

    Ron Luks
    Manager
    Atari Forums on CompuServe

 ""

                        STReport's "EDITORIAL CARTOON"
                    """""""""""""""""""""""""""""""""""

> A "Quotable Quote"   "...SAY IT AIN'T SO!...."
   """""""""""""""""""

                    "Why would anyone wanna make a
                    silk purse outta a sow's ear?"

                        .... Joe "The Lonely Explorer" Tureen

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""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
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SQN1296	213mb 3.5"	Y	839.00
SQN4055	340mb 3.5"	Y	1310.00

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      Microtek Turbo PS, OAS Laserpro Executive, Packard Bell 9500
                 TEC LB 1305, Toshiba PageLaser 6
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